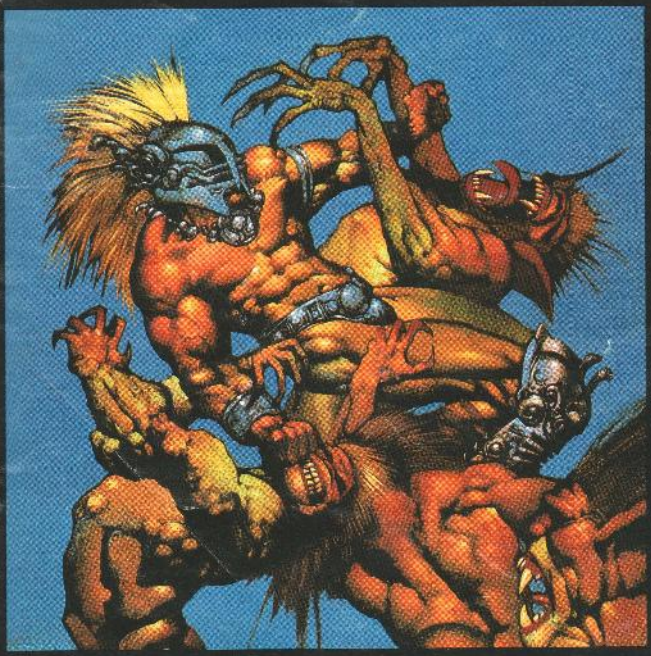
SNSP-GZ-UKV

GODS™



Instruction Booklet

MINDSCAPE

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

PAL VERSION

THE BITMAP BROTHERS

TABLE OF CONTENTS

STARTING UP 1
Game Controls 2
Gameplay 3
Inventory 4
To pass an obstacle 5
Menu options 5
To use the game options 5
THE STORY 6
SUMMARY 8
Status 8
Combat 9
Monsters 9
Keys 11
Money and Shopping 13
Weapons 14
Potions 14
Traps and Puzzles 15
Clues 16
Levels and Guardians 16
Scoring 17
Losing Lives and Restarting 17
Password 17

Gods Super NES Credits

Written and Directed by: The Bitmap Brothers
Programming Conversion: Robert Trevellyan
Original Programming: Steve Tall
Design: Eric Matthews, Steve Tall
Graphics: Mark Coleman
Music: John Foxx
Additional Music: Jason Page
Sound Effects: Richard Joseph
Music and Sound Conversion: David Whittaker
Producer: Ian McGee
Associate Producer: Linda C. Norton
Business Group Senior Vice President: Mark Beaumont
Product Marketing Assistant: Debra L. Milliken
Quality Assurance Lead: Ken George
Quality Assurance Director: Jim Molitor
Quality Assurance Testers: Joel Brisgel, Wi Kian Tang, James Thornton, Robert Vance
Technical Support: Larry Coffey, Kevin P. Costello, Stephen Feaster, Milton Hodges, Christopher R. Kosel, Dave Locke, Douglas J. Valente
Technical Support Manager: Dave Buon Cristiani
Senior Vice President/Chief Technical Officer: David P. Grenewetzki
Marketing Project Manager: Julie A. Lippold
Manual Adaptation: Anne Schwimer
Graphic Design: Darilyn Kotzenberg, Myrna G. Peskin
Cover Illustration: Mitchell Anthony Illustration
Screen Photographer: Russ Lee Photography
Copy Writer: Michael C. Miller
Trafficking: Mary H. Eaves, Shannon Van Scotter
Creative Director: Lyza Swearingen Latham
Marketing Director: Craig Harper
Public Relations: Tracy Egan, Doug Mealy
Legal: Ted Grabowski, Paul Jakab
Special thanks to: Andy Kerridge, Mindscape UK

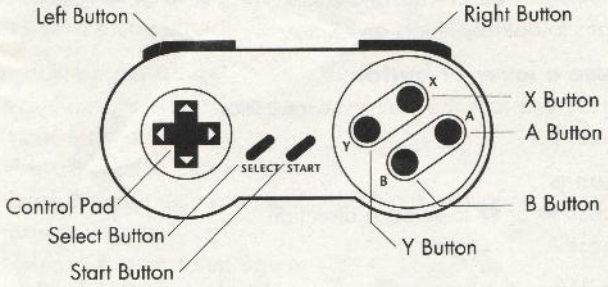
STARTING UP

To start the game:

1. Put **Gods** in your Super Nintendo Entertainment System® (Super NES).
2. Turn **on** the Super NES.
3. At the title screen, press **Start**.

Important: If the Super NES screen doesn't appear, turn the power switch **off**. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch **on** again. Always make sure the power switch is turned **off** before inserting or removing the Super NES cartridge.

Game Controls



Control Pad

Use the arrow keys to make your hero walk and climb:

- ⬆ Climb up ladder, or turn to wall (used with B to pull a lever).
- ⬇ Climb down or crouch.
- ➡ Move to the right.
- ⬅ Move to the left.

Start Button

- Start the game.
- Pause a game in progress; press again to resume play.

Button A

- Jump (select the direction with ➡ or ⬅).

Button B

- Fire a weapon.
- Pull a lever (first press ⬆ to face the wall).
- Move highlight.
- Pick up or drop objects (first press ⬇ to crouch).

Gameplay

Press the arrows to walk and climb. Press ⬆ ➡ or ➡ and buttons to operate levers and jump.

To use a lever or button

1. Press ⬆ to face the wall lever, or button.
2. Press B.

To jump

1. Press ⬅ or ➡ to select a direction.
2. Press A.

Note: When the hero walks off an edge, he jumps down. If the jump is too far down, uh oh!

To get off a ladder

1. Press ⬅ or ➡ to select a direction.

Inventory

You may only carry up to three objects in your inventory. If you try to get a fourth object, you will lose one of the others.

To pick up an object

1. Press arrows to stand on object.
2. Hold ⬇ to crouch.
3. Press **B** once to pick up item.
4. Press **B** again until you highlight a blank square or unwanted item in inventory.
5. Release ⬇ to stand up again.

To drop an object

1. Hold ⬇ to crouch.
2. Press **B** until you highlight the inventory item you want to drop.
3. Release ⬇ to stand up again.

To open treasure with a key

1. Pick up the key.
2. Press arrows to walk over the treasure chest.

To shop for weapons, health, and potions

At the end of at least one world in each level, you must go shopping. You need food to increase your energy. You may have a total of three objects for your inventory.

1. Walk over the shop token to call the shopkeeper and the shopkeeper will appear.
2. Use arrows to select a weapon, health, or potion.
3. Click **B** to view a description of your selection.
4. Click **B** again to buy it.
5. When you are done, use arrows to select **Exit** and press **B**.

To pass an obstacle

1. Jump over it, if you can.
2. If you can't jump an obstacle, press a lever to turn it off, remove it, or open it.

Menu Options

Starting from the main menu, you can choose **Begin Quest** or **Enter Password**.

To select a level

1. Press ⬇ to **Enter Password**, then press **B**.
2. At the *Enter A Password* screen, press arrows to select a letter, then press **B**.
3. When you finish spelling the password, select the end icon and press **B**.

Hint: Select the back arrow icon on the screen to correct spelling mistakes.

THE STORY

A city lost in legend. An unconquered warrior seeking reward. A challenge laid down by the Gods. The greatest prize of all – immortality. 4 great events combine to bring forth a burning legend. Relive that legend...

Who would have thought that a man would be so foolish or so daring as to accept a challenge set down by the Gods? And yet one came forward to claim the right to test his skills and strengths against a city so legendary its name alone struck fear in the hearts of all who heard it spoken.

Firstly, let us talk of this city
None can be sure that the city even exists for no one has ever seen it. It was built by the Gods, a plaything, great temples, hidden underworlds, fiendish labyrinths and soaring towers. It is a city stolen by the forces of darkness, the abode of nightmare hosts, the dwelling of fearsome monsters, the dominion of four great guardians.

Secondly, who is the hero?
Has anyone matched him in battle? **No**. Has he ever turned aside from his sole quest? **Never**. Is he not therefore a hero among heroes? **Undoubtedly**.

In his travels our warrior has become skilled in all the weapons of war; he is strong and unflinching. What of all the prizes of the world does he seek? He wishes to join those fickle masters of the human race – the Gods themselves.

Thirdly, I shall recount the challenge of the Gods
Were the Gods only joking when they laid their challenge? Uncaring and unthinking on Mount Olympus, they thought that no one would hear their rash words.

Any man may earn through skill and courage a single favour of the Gods, if he will face the fear of the ancient city and slay the four great guardians who have stolen our citadel from us.

Through their contempt for man did they not bring about their own undoing? For never before had such an untamed reward been offered to the mortals. But who from the ranks of man would face destruction at such odds? Surely none. Only One.

Finally, what did the hero ask of the Gods

Immortality breeds contempt and the Gods, so long uncaring for the events of man, know nothing of the exploits of our hero. He stands before them showing neither fear nor disdain and asks the Gods that should he return, fulfilling completely their quest, he will join them as an equal and a brother.

The horror, the impertinence, the mistake realised too late, the gateway lies open to their domain where no mortal man has ever trod before.

But the word of the Gods may not be broken and only the hope of the hero's failure comforts them as the warrior departs for the City of Legends, preparing to carve one more story on its walls...

SUMMARY

Gods is a game of exploration, combat, and adventure. You assume the role of a classical hero who has taken up the challenge of the Gods. In order to gain the ultimate prize of immortality, you must slay the four guardians of the city and return to Mount Olympus.

The four guardians rule over an ancient city full of chaotic beasts. The city was once the citadel of the Gods and consists of four levels, each protected by one of the guardians and their many minions. The levels are: the city, the temple, the labyrinth, and the underworld. Each level is split into three sections referred to as worlds. At the end of at least one world in each level, you must stop at a shop. At the end of the third world in each level, you meet the guardian. Avoid the guardian and his weapons. Press **B** to fire at him.

Status

To determine your play status, check these screen features:

- **Lives** – See the upper left corner.
- **Energy** – Yours is in the far lower left corner; the guardian's is in the far right corner.
- **Inventory** – Up to three objects are shown in the four boxes in the lower left of the screen.
- **Score** – See the lower right corner.
- **Bank account** – Your account balance is listed below your score.
- **Message scroll** – Appears with hints or clues when you solve puzzles, avoid traps, or collect bonus gems.

Combat

In order to fulfil your quest, you must venture through the levels of the city, these are now the home of chaotic hordes of monsters which must be overcome. To do this, you must fight. Scattered throughout the city are many weapons, some of these will be powerful and others weak. These weapons are essential if you are to defeat the creatures you will face. As well as weapons that you may find, it is possible to purchase others at shops located within each level.

Different weapons have different strengths and qualities, discovering the nature of each weapon will help you succeed.

Monsters

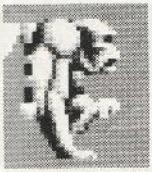
Over the years since the Gods abandoned it, the city has become the home of many chaotic beasts. These are ruled by four gigantic guardians who use them to protect their fortunes. The monsters you will meet are by no means stupid; some will be stronger than others and some will be more deadly, but all are united in their cause to thwart your quest. Some of the inhabitants are able to avoid your attempts to destroy them.

Collecting several of the same weapon will make your shots more effective. Several weapons may be used at the same time, find out which are compatible for ultimate fighting ability.

Then strike with precision. Whatever monster you meet, it is wise to study its behaviour and from this knowledge learn the nature of all your adversaries.

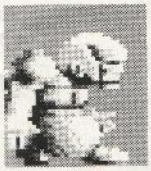
Within the first level the monsters you will meet will have only one aim – to destroy you. As you press into the temple and beyond, you will meet creatures who will try to steal the few precious items to be found.

The physical appearance of a monster indicates it nature and its objectives.



DESTROYER
These are very intelligent. Their objective is to destroy you, and they will pursue you throughout the level in order to do so.

FLIER
As well as trying to destroy you, these monsters are able to avoid your shots; the more intelligent ones will prove very elusive.



THIEF
These monsters try to steal objects from you. They will also try to grab and run away with any objects not yet acquired. Because of this tendency, it is possible to delay them by leaving treasure scattered throughout the world. If there is no treasure available, they will try to destroy you.

Because of their varying objectives, monsters can be used to help you.

Keys

In order to protect their city from unwelcome intruders, the Gods placed many doors to block their progress. These doors are extremely strong and can resist all attempts to demolish them. To open them, it is often necessary to have the correct key in your inventory.

As well as doors, the inhabitants have entrusted their valuables to locked chests. These containers may only be opened using the correct key. These are smaller than keys used to open doors and are coloured to correspond with the chest they open. Like their larger relatives, these keys are not easy to obtain and are usually well protected by monsters, traps, or puzzles. The treasure within these chests may be used to purchase weapons or potions at the shops that are found throughout the city.

When a key has been used, it will be discarded automatically.

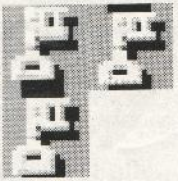
Doors can lead to rooms, teleport you to new locations, or let you progress along passages.

Special gems are also able to teleport you.

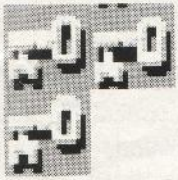
To open a chest, pick up the key and walk past the chest.

To open a door, pick up the key and walk to the door. Press ⬆ to face the wall and press **B** to pull the lever.

The colour and shape of a key indicates what type of door or entrance it will open:



VERTICAL KEYS
There are three vertical keys:
Gold – teleport
Bronze – room
Iron – trapdoor/moving block



HORIZONTAL KEYS
There are three horizontal keys:
Gold – end of level or world
Bronze – treasure room
Iron – door

The colour of a chest and its corresponding key are indicative of the value of its contents;

Gold chests – greatest value
Bronze chests – average value
Iron chest – lowest value

Money and Shopping

The city is fabled to be rich in treasure and gold, though no one has ever returned to confirm it. For the best chance of success, you need to collect as much of this treasure as possible. The money can then be used to buy weapons, potions, and health in the shops dotted throughout the levels. These shops are reached by walking over a special token, which calls the shopkeeper to escort you to his store.

The description of the item and price are displayed in a window below the arches. Your cash is displayed at the bottom of the screen. To leave the shop, press arrows to move to the arch labelled **Exit**, then press **B**. All the items you have purchased will be available as soon as you leave the shop.

If you buy a weapon that replaces one you are already carrying, half the value of the lost weapon will be added to your cash.

Treasure may be revealed by destroying monsters or solving puzzles.

Shields and starbursts will be removed when you confront the guardian at the end of each level.

Potions can be collected either by finding them in the city or buying them in a shop. If a potion is collected, it takes immediate effect. Certain potions that are bought in the shop can be carried and only take effect if they are dropped from your inventory.

A guide to weapons and potions

Weapons

Dagger – one of the weakest weapons you may come across.

Shurikans – stronger than daggers, these travel through monsters.

Fireballs – can be used at the same time as a conventional weapon, such as a dagger or shurikan.

Spears – pass through monsters and platforms to cause great damage.

Wideshot – one of three shot-directing tokens, this spreads the shot for maximum effect against fliers.

Potions and Defences

Freeze* – Puts monsters into suspended animation temporarily, so you can destroy them.

Jump – Lets you jump higher. Found in certain places in the game.

Large Shield – can be bought or collected; it lasts for the whole of the current world and reduces your damage by half.

Small Shield* – can be bought or collected; it lasts 15 seconds and protects you from damage and also destroys any monsters who run into it.

Food – comes in several forms; it replaces lost energy but is not as powerful as the health potions.

Shop – step on a token to call the shopkeeper.

**These potions can be bought and then dropped when needed.*

Traps and Puzzles

The most cunning methods employed by the dwellers of the city are puzzles and traps. Some of the puzzles are simple, requiring only the throwing of a switch to advance further; others are much more complex, involving collecting objects, finding keys, and acquiring special weapons. Traps take several forms but most are lethal, their spiked flails causing you to lose a life unless you can escape them quickly.

The puzzles that you will face are many and varied. All puzzles are one of two types, progression puzzles and reward puzzles. Progression puzzles need to be solved in order to complete the world or progress. Reward puzzles are not essential to the completion of the game; these puzzles provide rewards that can take the form of extra treasure, shortcuts, or other benefits.

Hidden rooms are a typical example of a reward puzzle. The entrance to a hidden room may be found by examining the background– there may be a platform that cannot normally be reached or a passage blocked by a wall.

As reward puzzles are not essential they may involve a considerable amount of danger. Particularly strong monsters may protect the route that leads to the reward.

Progression Puzzles are usually simpler in nature than reward puzzles; however, these puzzles may often contain traps if they are not solved correctly. Progression puzzles often require that you recover an item, such as a key or teleport gem. These items will then let you into the next section of the world.

Puzzles may be simple, requiring only one action to solve them; others require combinations of one or more events to trigger them. These actions include: throwing switches, completing

sections within a limited time, or finding and returning objects to a specific location.

As well as puzzles, there are also many hidden bonuses. These provide rewards at certain points if you complete a section in a good time or lose minimal energy or lives. The bonuses take the form of treasure or potions that will make completing the next section easier.

Once a puzzle is complete, the object used to solve it will be removed from your inventory.

Clues

To assist you, there are many clues that can be picked up. Clues take the form of special tokens. Collecting them causes a message or clue to appear in the Message Scroll. These clues may help define the quest for the level, provide a hint or a solution to a puzzle, or reveal the location of an object. All clue messages are displayed when you collect the token. They cannot be redisplayed, so take careful note of their contents.

The Four Great Levels and Four Gigantic Guardians

The city has four levels: the city, the temple, the labyrinth, and the underworld. Each level is split into three worlds. At the end of each level is an enormous guardian. These are the monsters you were sent to destroy. All the minions and treasure belong to these fearsome creatures and each is determined to retain its power.

Scoring

As well as completing this great quest, there may also be some honour in having achieved a good score. You receive points for destroying monsters, collecting treasure, and solving puzzles. At the end of each world, a bonus is added to your score. This bonus is affected by the number of lives remaining and health as shown by the Energy meter.

At the end of the game, your score will be placed into the hall of fame.

To input your name, follow the same procedure as entering a password.

Bonus lives will be awarded for 'landmark' scores.

Losing Lives and Restarting

You have three lives in which to complete the game. Each level consists of several worlds. You return to the world in which you lost a life with all your weapons.

Password

When you complete a level, you get a password that lets you reenter the game at the beginning of that level. You restart the game inside a shop, which lets you purchase health, weapons, and potions.

MINDSCAPE

MINDSCAPE INTERNATIONAL
PRIORITY HOUSE
CHARLES AVENUE
MALTINGS PARK
BURGESS HILL
WEST SUSSEX
RH15 9PQ

PRINTED IN JAPAN